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1 A bibliography of parallel debuggers, 1990 edition
 Cherri M. Pancake, Sue Utter
 January 1991 **ACM SIGPLAN Notices**, Volume 26 Issue 1
 Publisher: ACM Press
 Full text available: [pdf\(1.55 MB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

2 VAX DEBUG: an interactive, symbolic, multilingual debugger
 Bert Beander
 March 1983 **ACM SIGSOFT Software Engineering Notes**, **ACM SIGPLAN Notices**,
 Proceedings of the symposium on High-level debugging SIGSOFT '83,
 Volume 8 , 18 Issue 4 , 8
 Publisher: ACM Press
 Full text available: [pdf\(655.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Digital Equipment Corporation's VAX-11 Debugger, usually called VAX DEBUG or simply DEBUG, is an interactive, symbolic, and multilingual debugger which runs on the VAX-11 series of computers under the VMS operating system. The following gives an overview of VAX DEBUG and examines how it solves some of the problems inherent in the design of any such debugger. Particular attention is paid to how its command language is designed, how it distinguishes between addresses and values in command input, h ...

3 Debugging concurrent programs
 Charles E. McDowell, David P. Helmbold
 December 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 4
 Publisher: ACM Press
 Full text available: [pdf\(2.86 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The main problems associated with debugging concurrent programs are increased complexity, the "probe effect," nonrepeatability, and the lack of a synchronized global clock. The probe effect refers to the fact that any attempt to observe the behavior of a distributed system may change the behavior of that system. For some parallel programs, different executions with the same data will result in different results even without any attempt to observe the behavior. Even when the behavior can be ...

4 Experiences developing and using an object-oriented library for program

 **manipulation**

Tim Bingham, Nancy Hobbs, Dave Husson
October 1993 **ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications OOPSLA '93**, Volume 28 Issue 10

Publisher: ACM Press

Full text available:  [pdf\(909.56 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

 **5 The execution history approach to intelligent debugging** Edward G. Okie, James D. Arthur
February 1988 **Proceedings of the 1988 ACM sixteenth annual conference on Computer science**

Publisher: ACM Press

Full text available:  [pdf\(738.64 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

 **6 Debugging of heterogeneous parallel systems** Alessandro Forin
November 1988 **ACM SIGPLAN Notices , Proceedings of the 1988 ACM SIGPLAN and SIGOPS workshop on Parallel and distributed debugging PADD '88**, Volume 24 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(981.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Agora system supports the development of heterogeneous parallel programs, e.g. programs written in multiple languages and running on heterogeneous machines. Agora has been used since September 1986 in a large distributed system [1]: Two versions of the application have been demonstrated in one year, contrary to the expectation of two years per one version. The simplicity in debugging is one of the reasons of the productivity speedup gained. This simplicity is due both to ...

 **7 The augmented knowledge workshop** Doug Englebart
January 1986 **Proceedings of the ACM Conference on The history of personal workstations**

Publisher: ACM Press

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

 **8 Features: Trials and tribulations of debugging concurrency** Kang Su Gatlin
October 2004 **Queue**, Volume 2 Issue 7

Publisher: ACM Press

Full text available:  [pdf\(2.15 MB\)](#)  [html\(29.61 KB\)](#) Additional Information: [full citation](#), [index terms](#)

 **9 An experimental debugger in a limited programming environment** Zen Kishimoto
March 1983 **ACM SIGPLAN Notices , ACM SIGSOFT Software Engineering Notes , Proceedings of the symposium on High-level debugging SIGSOFT '83**,

Volume 18 , 8 Issue 8 , 4

Publisher: ACM Press

Full text available: [pdf\(328.94 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes a debugger feature of a system that supports a limited programming environment for program validation, revalidation and debugging. The debugger in this system is tightly coupled with other tools through a database which is used as a central repository. The execution by this system is based on the hardware independent intermediate codes and, thus, the system has the potential to be multilingual. The debugger supports backward execution, provides both normal and symbolic execu ...

10 Relative debugging: a new methodology for debugging scientific applications



David Abramson, Ian Foster, John Michalakes, Rok Sosič

November 1996 **Communications of the ACM**, Volume 39 Issue 11

Publisher: ACM Press

Full text available: [pdf\(462.99 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



11 Multilanguage design of heterogeneous systems



P. Coste, F. Hessel, Ph. Le Marrec, Z. Sugar, M. Romdhani, R. Suescun, N. Zergainoh, A. A.

Jarraya

March 1999 **Proceedings of the seventh international workshop on
Hardware/software codesign**

Publisher: ACM Press

Full text available: [pdf\(494.79 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



Keywords: codesign, cosimulation, heterogeneous systems, multilanguage

12 Architectural support for multilanguage parallel programming on heterogeneous systems



Roberto Bisiani, Alessandro Forin

October 1987 **ACM SIGARCH Computer Architecture News , ACM SIGPLAN Notices ,
ACM SIGOPS Operating Systems Review , Proceedings of the second
international conference on Architectural support for programming
languages and operating systems ASPLOS-II**, Volume 15 , 22 , 21 Issue 5 , 10 , 4

Publisher: IEEE Computer Society Press, ACM Press

Full text available: [pdf\(1.22 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



We have designed and implemented a software facility, called Agora, that supports the development of parallel applications written in multiple languages. At the core of Agora there is a mechanism that allows concurrent computations to share data structures independently of the computer architecture they are executed on. Concurrent computations exchange control information by using a pattern-directed technique. This paper describes the Agora shared memory and its software implementation on both t ...

13 Critical research directions in programming languages



November 1989 **ACM SIGPLAN Notices**, Volume 24 Issue 11

Publisher: ACM Press

Full text available: [pdf\(1.37 MB\)](#) Additional Information: [full citation](#), [index terms](#)



14 The Legion vision of a worldwide virtual computer

Andrew S. Grimshaw, Wm. A. Wulf, CORPORATE The Legion Team
January 1997 **Communications of the ACM**, Volume 40 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.00 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#),
[review](#)

15 Automated support for seamless interoperability in polylingual software systems

Daniel J. Barrett, Alan Kaplan, Jack C. Wileden
October 1996 **ACM SIGSOFT Software Engineering Notes**, Proceedings of the 4th ACM
SIGSOFT symposium on Foundations of software engineering SIGSOFT
'96, Volume 21 Issue 6

Publisher: ACM Press

Full text available:  pdf(995.97 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Interoperability is a fundamental concern in many areas of software engineering, such as software reuse or infrastructures for software development environments. Of particular interest to software engineers are the interoperability problems arising in *polylingual* software systems. The defining characteristic of polylingual systems is their focus on uniform interaction among a set of components written in two or more different languages. Existing approaches to support for interoperability a ...

16 An approach to support automatic generation of user interfaces

Prasun Dewan, Marvin Solomon
October 1990 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,
Volume 12 Issue 4

Publisher: ACM Press

Full text available:  pdf(3.55 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In traditional interactive programming environments, each application individually manages its interaction with the human user. The result is duplication of effort in implementing user interface code and nonuniform—hence confusing—input conventions. This paper presents an approach to support automatic generation of user interfaces in environments based on algebraic languages. The approach supports the editing model of interaction, which allows a user to view all appli ...

17 Towards design and validation of mixed-technology SOCs

S. Mir, B. Charlot, G. Niculescu, P. Coste, F. Parrain, N. Zergainoh, B. Courtois, A. Jerraya, M. Rencz
March 2000 **Proceedings of the 10th Great Lakes symposium on VLSI**

Publisher: ACM Press

Full text available:  pdf(581.54 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper illustrates an approach to design and validation of heterogeneous systems. The emphasis is placed on devices which incorporate MEMS parts in either a single mixed-technology (CMOS + micromachining) SOC device, or alternatively as a hybrid system with the MEMS part in a separate chip. The design flow is general, and it is illustrated for the case of applications embedding CMOS sensors. In particular, applications based on finger-print recognition are considered since a ric ...

Keywords: HDLs, MEMS, SOCs, architecture exploration, cosimulation, design, verification

18 The GNAT project: a GNU-Ada 9X compiler Edmond Schonberg, Bernard BannerNovember 1994 **Proceedings of the conference on TRI-Ada '94**

Publisher: ACM Press

Full text available:  pdf(1.14 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe the general organization of the GNAT compiler, its relationship to the GCC multilanguage compiler system, and some of the architectural details of the system. This paper serves as an introduction to the following papers in this session.

19 Object and native code thread mobility among heterogeneous computers (includes sources)

B. Steensgaard, E. Jul

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95**, Volume 29 Issue 5

Publisher: ACM Press

Full text available:  pdf(1.50 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**20 Toolkit: There's still some life left in Ada**

Alexander Wolfe

October 2004 **Queue**, Volume 2 Issue 7

Publisher: ACM Press

Full text available:  pdf(184.40 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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1 VAX DEBUG: an interactive, symbolic, multilingual debugger
 Bert Beander  March 1983 ACM SIGSOFT Software Engineering Notes , ACM SIGPLAN Notices , Proceedings of the symposium on High-level debugging SIGSOFT '83, Volume 8 , 18 Issue 4 , 8
 Publisher: ACM Press
 Full text available: [pdf\(655.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

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2 Multilingual debugging with the SWAT high-level debugger
 James R. Cardell  March 1983 ACM SIGSOFT Software Engineering Notes , ACM SIGPLAN Notices , Proceedings of the symposium on High-level debugging SIGSOFT '83, Volume 8 , 18 Issue 4 , 8
 Publisher: ACM Press
 Full text available: [pdf\(794.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The SWAT (TM) debugger, Data General Corporation's Source Language Debugger, is an interactive, high-level, symbolic debugging tool. It offers its users a full complement of standard high-level debugging features with a simple command format modeled after that of Data General's AOS and AOS/VS operating system Command Line Interpreter. Multilingual capability was a primary design goal and this has resulted in the benefits of both wide user acceptance and product extensibility. This paper presents ...

3 An experimental debugger in a limited programming environment
 Zen Kishimoto  March 1983 ACM SIGPLAN Notices , ACM SIGSOFT Software Engineering Notes , Proceedings of the symposium on High-level debugging SIGSOFT '83, Volume 18 , 8 Issue 8 , 4
 Publisher: ACM Press
 Full text available: [pdf\(328.94 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes a debugger feature of a system that supports a limited programming

environment for program validation, revalidation and debugging. The debugger in this system is tightly coupled with other tools through a database which is used as a central repository. The execution by this system is based on the hardware independent intermediate codes and, thus, the system has the potential to be multilingual. The debugger supports backward execution, provides both normal and symbolic execu ...

4 A retargetable debugger

 Norman Ramsey, David R. Hanson
July 1992 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1992 conference on Programming language design and implementation PLDI '92, Volume 27**
Issue 7

Publisher: ACM Press

Full text available: [pdf\(1.22 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We are developing techniques for building retargetable debuggers. Our prototype, 1db, debugs C programs compiled for the MIPS R3000, Motorola 68020, SPARC, and VAX architectures. It can use a network to connect to faulty processes and can do cross-architecture debugging. 1db's total code size is about 16,000 lines, but it needs only 250-550 lines of machine-dependent code for each target. 1db owes its retargetability to three techniques: getting help from the compiler, usin ...

5 Pi: a case study in object-oriented programming

 T. A. Cargill
June 1986 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '86, Volume 21**
Issue 11

Publisher: ACM Press

Full text available: [pdf\(813.25 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Pi is a debugger written in C++. This paper explains how object-oriented programming in C++ has influenced Pi's evolution. The motivation for object-oriented programming was to experiment with a browser-like graphical user interface. The first unforeseen benefit was in the symbol table: lazy construction of an abstract syntax-based tree gave a clean interface to the remainder of Pi, with an efficient and robust implementation. Next, though not in the original design, Pi was easily modif ...

6 A new approach to debugging optimized code

 Gary Brooks, Gilbert J. Hansen, Steve Simmons
July 1992 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1992 conference on Programming language design and implementation PLDI '92, Volume 27**
Issue 7

Publisher: ACM Press

Full text available: [pdf\(1.12 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Debugging optimized code is a desirable capability not provided by most current debuggers. Users are forced to debug the unoptimized code when a bug occurs in the optimized version. Current research offers partial solutions for a small class of optimizations, but not a unified approach that handles a wide range of optimizations, such as the sophisticated optimizations performed by supercomputer compilers. The trend with current research is to make the effects of optimization tran ...

7 The execution history approach to intelligent debugging

 Edward G. Okie, James D. Arthur
February 1988 **Proceedings of the 1988 ACM sixteenth annual conference on Computer science**

Publisher: ACM Press

Full text available: [pdf\(738.64 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

8 Practical data breakpoints: design and implementation

Robert Wahbe, Steven Lucco, Susan L. Graham
June 1993 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1993 conference on Programming language design and implementation PLDI '93**, Volume 28 Issue 6

Publisher: ACM Press

Full text available: [pdf\(1.37 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A data breakpoint associates debugging actions with programmer-specified conditions on the memory state of an executing program. Data breakpoints provide a means for discovering program bugs that are tedious or impossible to isolate using control breakpoints alone. In practice, programmers rarely use data breakpoints, because they are either unimplemented or prohibitively slow in available debugging software. In this paper, we present the design and implementation of a practical data break ...

9 Engineering VAX Ada for a multi-language programming environment

Charles Z Mitchell
January 1987 **ACM SIGPLAN Notices , Proceedings of the second ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments SDE 2**, Volume 22 Issue 1

Publisher: ACM Press

Full text available: [pdf\(1.20 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

DIGITAL's VAX™ Adar is a validated, production-quality implementation of the full Ada language that is well-integrated into the VMS™ operating system environment on VAX systems. The programming support environment consists of an Ada compiler, an Ada program library manager, and a multi-language programming environment including a variety of tools which all work together. The Ada compiler has many features wh ...

10 Efficient data breakpoints

Robert Wahbe
September 1992 **ACM SIGPLAN Notices , Proceedings of the fifth international conference on Architectural support for programming languages and operating systems ASPLOS-V**, Volume 27 Issue 9

Publisher: ACM Press

Full text available: [pdf\(1.22 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

11 An overview of debugging tools

Rob Law
March 1997 **ACM SIGSOFT Software Engineering Notes**, Volume 22 Issue 2

Publisher: ACM Press

Full text available: [pdf\(576.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper reviews empirical studies on debugging models and the findings associated with these models. There is a discussion on the evolution of program slicing applied to program debugging and different generations of debugging tools are analyzed and criticized. Finally, a programming environment section provides examples of program maintenance tools.

12 Trace: a tool for logging operating system call transactions Diomidis Spinellis

October 1994 ACM SIGOPS Operating Systems Review, Volume 28 Issue 4

Publisher: ACM Press

Full text available:  pdf(451.65 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

A log of operating system calls made by a process can be used for debugging, profiling, verification and reverse engineering. Such a log can be created by acting as an intermediary between the traced process and the operating system. We describe the design and implementation of such a tool under the MS-DOS operating system environment, and provide some examples of its uses.

13 New Products

May 2000 Linux Journal

Publisher: Specialized Systems Consultants, Inc.

Full text available:  html(10.63 KB) Additional Information: [full citation](#), [index terms](#)**14 The PRIM system: An alternative architecture for emulator development and use** Joel Goldberg, Alvin Cooperband, Louis Gallenson

September 1977 ACM SIGMICRO Newsletter , Proceedings of the 10th annual workshop on Microprogramming MICRO 10, Volume 8 Issue 3

Publisher: IEEE Press, ACM Press

Full text available:  pdf(662.26 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The architecture of PRIM is unique in coupling a powerful microprogrammable machine (the Standard Computer Corporation MLP-900) to a modern general-purpose computing system (the DEC PDP-10). The TENEX timesharing system running in the PDP-10 is responsible for scheduling use of the MLP-900. Emulator microcode runs in the MLP-900 under the control of a small resident executive that swaps its users and mediates references to PDP-10 services and shared memory. The PRIM system in the PDP-10 (al ...

15 Instant IDEs: supporting new languages in the CDT Jeffrey Overbey, Craig Rasmussen

October 2005 Proceedings of the 2005 OOPSLA workshop on Eclipse technology eXchange eclipse '05

Publisher: ACM Press

Full text available:  pdf(512.22 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

While Eclipse has greatly simplified the task of creating integrated development environments, creating a full-featured IDE can still take years. Fortunately, for a large category of languages---those that can be compiled with make and debugged with gdb---the task can be simplified greatly. By leveraging proposed multilingual extensions to the Eclipse C/C++ Development Tool (CDT), a modest IDE can be created in far less time. As a proof of concept, we have extended the CDT to support a gcc-based ...

Keywords: CDT, Eclipse, integrated development environments, language tools

16 The design of a high-level, language-independent symbolic debugging system Mark Scott Johnson

January 1977 Proceedings of the 1977 annual conference

Publisher: ACM Press

Full text available: [pdf\(665.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The design of a language-independent, interactive system to facilitate the analysis and symbolic debugging of computer programs written in high-level languages is presented. The design criteria of such a system are enumerated, and its realization is illustrated by examples of debugging commands and procedures encoded in a debugging language.

Keywords: Automated programming aids, Debugging systems, Dynamic debugging, Error detection, Interactive debugging, Problem-oriented languages, Symbolic debugging

17 Monitoring distributed systems

 Jeffrey Joyce, Greg Lomow, Konrad Slind, Brian Unger
March 1987 **ACM Transactions on Computer Systems (TOCS)**, Volume 5 Issue 2

Publisher: ACM Press

Full text available: [pdf\(2.37 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The monitoring of distributed systems involves the collection, interpretation, and display of information concerning the interactions among concurrently executing processes. This information and its display can support the debugging, testing, performance evaluation, and dynamic documentation of distributed systems. General problems associated with monitoring are outlined in this paper, and the architecture of a general purpose, extensible, distributed monitoring system is presented. Three a ...

18 Chiron-1: a software architecture for user interface development, maintenance, and run-time support

 Richard N. Taylor, Karl A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, Gregory F. Johnson
June 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available: [pdf\(2.65 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of an application from its user interface. These techniques include separating the control-flow aspects of the application and user interface: they are concurrent and may contain many threads. Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation decisions via mechanisms employing a client-server architecture. To separate application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architectures

19 DIR/SEE: a Smalltalk environment for developing Ada applications and maintaining legacies

 Brian M. Barry, James McGugan, Mike Wilson
September 1994 **ACM SIGAda Ada Letters, Proceedings of the second international symposium on Environments and tools for Ada SETA2**, Volume XIV Issue SI

Publisher: ACM Press

Full text available: [pdf\(867.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Building a practical, cost-effective multilingual software engineering environment requires a well factored architecture which allows substantial code reuse during implementation. Object-oriented technology provides the facilities required to achieve this. DIR/SEE is a

prototype for a Smalltalk based environment designed to support new applications written in Smalltalk and Ada, as well as existing software ("legacies") written in other languages such as C, CMS II and assembler. It provides team ...

20 Automated support for seamless interoperability in polylingual software systems

 Daniel J. Barrett, Alan Kaplan, Jack C. Wileden

October 1996 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 4th ACM SIGSOFT symposium on Foundations of software engineering SIGSOFT '96**, Volume 21 Issue 6

Publisher: ACM Press

Full text available:  [pdf\(995.97 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Interoperability is a fundamental concern in many areas of software engineering, such as software reuse or infrastructures for software development environments. Of particular interest to software engineers are the interoperability problems arising in *polylingual* software systems. The defining characteristic of polylingual systems is their focus on uniform interaction among a set of components written in two or more different languages. Existing approaches to support for interoperability a ...

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Result # 1 Relevance:

Application of Interpreter for Debugging Functions

1993-09-01 IPCOM000105920D English
Essential functions of a debugger, such as the ability to display and alter variables, enter and establish trace specifications, are implemented by employing language-sensitive translators to produce language-independent intermediate code which is subsequently ...

Result # 2 Relevance:

Multilingual Debugging Using a Compiler

1990-03-01 IPCOM000100234D English
This article describes a method (the "compile/interpret method") for evaluating arbitrary language expressions while interactively debugging a program written in a higher-level language. The method makes novel use of the compiler coupled with an ...

Result # 3 Relevance:

C library procedure to allow for source level debugging of C code runn production capacity.

2001-05-01 IPCOM000014647D English
Disclosed is a C language source statement that would aid in debugging a C language program in a performance sensitive production environment by creating an in storage stack of footprint dumped in a memory dump. The C language source statement would cause one or more breakpoints to be set in the stack.

Result # 4 Relevance:

Debug Run Source Markup

1997-02-01 IPCOM000118461D English
Disclosed is a mechanism for marking up the executed source statements during a full-debugging session.

Result # 5 Relevance:

High Level Language to Machine Level Language Correlation Technique

1973-10-01 IPCOM000079965D English
Introduction. It is often helpful in debugging programs to do so as close to the logic level of the program as possible. In order to facilitate this for programs written in a higher level language, a correlation technique has been developed to correlate the high-level language, ...

Result # 6 Relevance:

Trace/Debug Facility in an Interactive Test-Code Interpreter

1986-05-01 IPCOM000060733D English
A method is described to allow test cases to be debugged interactively in the test environment. The method uses of trace functions. An overview of a Test-Case Executor (TCX) system is provided in this article. Several types of trace mode may be set (separately or in ...)

Result # 7 Relevance:

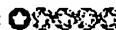
No Source Change Mode For Optimizing Compilers

1979-11-01 IPCOM000068181D English
A debugging system is described which allows a compiler to optimize as much as possit the constraints of an interactive, source level, debugging system.

Result # 8 Relevance: 

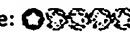
Use of Higher Level Programming Languages to Create Program Model

1977-05-01 IPCOM000088288D English
This process (Fig. 1) provides a method of converting the output from an assembler language processor into AMASPZAP [1] control statements. It makes the power and versatility of level programming languages available in the maintenance and test areas of systems ..

Result # 9 Relevance: 

Generalized Instrumentation Aid

1989-06-01 IPCOM000037760D English
The Generalized Instrumentation Aid provides a mechanism to automate the instrumentation program in a way that is highly reconfigurable for different languages and operating systems. The instrumentation capabilities are sufficient to implement a variety of diagnostic ...

Result # 10 Relevance: 

Common debug protocol for Java and .NET applications

2004-09-21 IPCOM000031309D English
Disclosed is a program which enables the use of existing Java* interactive debuggers and development environments for postmortem debugging of Java applications as well as Microsoft**.NET applications. Since the functionality provided by postmortem ...

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